

Find the Biggest Total

Purpose:

The purpose of this activity is to help your child to develop their knowledge of place value – tens and ones in a number.

Link to Number Framework:

Place Value, Stage 4

What you need:

- Pen and paper
- 1 Die

What to do:

The aim of this game is to make the biggest number, by adding the result of 4 throws of a die.

- Players take turns to throw the die and write down the number thrown. For each throw players can choose whether to write down the number as a ones digit or a tens digit. For example, if a 3 is thrown, the player can choose to write down 3 or 30.
- Play continues until all players have 4 numbers recorded each. Each player must have 2 ones digits and 2 tens digits written down from their 4 throws.
- The player with the biggest number, calculated by adding all four numbers together at the end of the four rounds, is the winner.

What to expect your child to do:

Add the numbers together correctly. It is likely that they will need to 'count on' to do so. Expect them to see that choosing the larger numbers to be tens and the smaller numbers to be ones will make a larger number overall.

Variation:

The player with the smallest total is the winner.

Related Māori vocab:

place value	uara tū
dice	mataono tau
roll (a dice)	pīrori (-hia)
ones digit	mati tahi
tens digit	mati tekau
total	tapeke